心得:關於非同步執行的還是有些不清楚的地方，THREAD 與 ASYNC類別的關係有點看不懂，不過還是很高興離APP程式設計更進一步。

LAB7:

JAVA:

@Override  
**protected void** onProgressUpdate(Integer... values)  
{  
 **super**.onProgressUpdate(values);  
 **seekBar2**.setProgress(values[0]);  
}

KOTLIN:

@Override  
**protected void** onProgressUpdate(Integer... values)  
{  
 **super**.onProgressUpdate(values);  
 **seekBar2**.setProgress(values[0]);  
}

JAVA:

**private** Handler **mHandler** = **new** Handler(**new** Handler.Callback() {  
 @Override  
 **public boolean** handleMessage(@NonNull Message msg) {  
 **switch**(msg.**what**){  
 **case** 1:  
 **seekBar1**.setProgress(**rabprogress**);  
 **break**;  
 }  
 **if**(**rabprogress**>=100 && **turprogress**<100)  
 {  
 Toast.*makeText*(MainActivity.**this**,**"rabbit Win"**,Toast.***LENGTH\_SHORT***).show();  
 **btn\_start**.setEnabled(**true**);  
 }  
 **return false**;  
 }  
});

KOTLIN:

**private val mHandler** = Handler(Handler.Callback **{** msg **->  
 when** (msg.**what**) {  
 1 -> **seekBar1**!!.*progress* = **rabprogress** }  
 **if** (**rabprogress** >= 100 && **turprogress** < 100) {  
 Toast.makeText(**this**@MainActivity, **"rabbit Win"**, Toast.*LENGTH\_SHORT*).show()  
 **btn\_start**!!.*isEnabled* = **true** }  
 **false  
}**)

Github: <https://github.com/BLPM/HomeWork>